



OFFICIAL MARVEL® ZOMBIE™ MAGAZINE!

MARVEL AGE

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COMICS
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CAN WE STAY AT
THE **AVENGERS**
MANSION NOW?

FROM TROMA FILMS -- THE
PEOPLE WHO GAVE YOU
CLASS OF NUKE 'EM HIGH,
RABID GRANNIES, AND
SURF NAZIS MUST DIE --
COMES MARVEL'S
WILDEST NEW
SUPER HERO --

THE TOXIC AVENGER!

PLUS: FIND OUT WHY

WOLVERINE

JOINS MAGNETO IN
A SPACE EXODUS

ALSO: THE INSIDE
STORY ON
**NIGHT
CAT!**



STAN LEE PRESENTS MARVEL AGE®

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People sometimes accuse me of being too upbeat about Marvel Comics. That's not true. There's lots of things I don't like about Marvel. For instance . . .

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You know, maybe they're right!

— Jim Salicrup



ITEM! It's January, and that means it's time for the most eagerly awaited magazine of the year. No, we're not talking about the **SPORTS ILLUSTRATED** swimsuit issue—that comes out next month. We're talking about our

own swimsuit issue, which we're calling **MARVEL ILLUSTRATED**.

MARVEL ILLUSTRATED features swimsuit pinups of all your favorite Marvel heroes and heroines, drawn by some of the hottest artists in comics!

The line-up of talent involved with this project reads like a Who's Who of artists! Here's just a partial list: Jim Lee! Jackson Guice! Ron Frenz! George Perez! Joe Jusko! Michael Golden! Terry Austin! John Romita, Jr.! Mike

Zeck! Rob Liefeld! Whilce Portacio! Bob McLeod! Bret Blevins! Among the characters featured in MARVEL ILLUSTRATED are the X-Men, Spider-Man, the Avengers, the Hulk, the Silver Surfer... heck, just about the whole blasted Marvel Universe! (There's a centerfold painting of Mary Jane Watson by Joe Jusko that has to be seen to be believed!)

MARVEL ILLUSTRATED is a 48-page full-color magazine, with no ads (except for goofy fake ones!) The editor for the project is Bobbie Chase, who said she agreed to work on the project on one condition: there had to be just as much beefcake as there was cheese-cake! The colorist for MARVEL ILLUSTRATED is Gregory Wright.

But MARVEL ILLUSTRATED is more than just a swimsuit issue; it's also a parody of how a sports magazine might look in the Marvel Universe. So there are articles on skiing (focusing on ALPHA FLIGHT's Northstar), wrestling (featuring the She-Hulk interviewing the Thing), boxing, weightlifting, and surfing (centering on the Silver Surfer, natch).

The whole package is wrapped up in a stunning She-Hulk cover painting by Brian Stelfreeze, so you can't miss it. MARVEL ILLUSTRATED—look for it on magazine racks everywhere. It's just the thing to heat up those cold winter nights!

ITEM! He's the hottest new hero in comics; he's super-strong, wears a suit of protective armor... and can kick a field goal like you wouldn't believe!

He's SUPER-PRO, coming your way just in time for the Super-Bowl, courtesy of Marvel and the National Football League.

Super-Pro was created by the fine folks over at the NFL, who approached Marvel about doing a comic starring this living symbol of good sportsmanship. SUPER-PRO #1 will be a 48-page bookshelf format comic (to be sold at the Super Bowl!), which will most likely lead to a regular series shortly thereafter.

SUPER-PRO is Phil Grayfield, a former pro football player who had to give up the game due to injuries. Phil works as a newscaster for Sports Inside, a TV magazine show. Through a freak accident, Phil gains fantastic powers. As assistant editor Tom Brevoort put it, "He basically gains the powers of a pro football player, amplified to the Nth degree. He can run very fast, he's strong, he can throw, he can kick..." SUPER-PRO wears a special football uniform which offers him added protection.

Super-Pro's goal in life is (as eloquently stated by Tom), "to dedicate his life to protecting the sport he loves from outside forces that seek to destroy it." In the first issue, Super-Pro comes up against an athlete who is transformed into a 15-foot monster due to a dose of super-steroids! Tom stressed that in future SUPER-PRO comics, the emphasis would not just be on football; "it would run the gamut of sports—baseball, basketball, horse racing, etc."



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The creative team for SUPER-PRO is writer Fabian Nicieza, penciler Jose Delbo, and inker Mike DeCarlo. SUPER-PRO was developed for comics by Ralph Macchio and Mike Rockwitz.

So let's all get out there and root, root, root for SUPER-PRO! It's sure to be a winner!



ITEM! The Destroyer is back, proving beyond a shadow of a doubt that you can't keep a good hero down. You can change his format, change his page count, and switch him to color, but Remo Williams still keeps coming back for more!

The latest DESTROYER adventure is called DRIVE-BY HEAVEN, a 48-page prestige format one-shot by the regular DESTROYER creative team of

Will Murray and Lee Weeks. The story has Remo and Chiun heading to Detroit, where a street gang has gotten ahold of a top-secret military assault vehicle. They then go on a killing spree throughout Detroit, using their new weapon to gun down everyone in their path.

Assistant editor Len Kaminski said that DRIVE-BY HEAVEN features "the typical DESTROYER satirical versions

of current events." DRIVE-BY HEAVEN may lead to a new ongoing full-color DESTROYER series, which would be in the same format as Epic's STALKERS series. When and how Remo Williams will next return remains to be seen—but one thing you can be sure of is that he will be back! But for now, you can drive by your comic shop and pick up a copy of DRIVE-BY HEAVEN!

TM and © 1991 Warren Murphy

ITEM! There are BIG THINGS coming your way in **FANTASTIC FOUR** #350, on sale this month! The double-sized spectacular features the long-awaited transformation of Ben Grimm back into the Thing! The issue also has the female Thing, Ms. Marvel, reverting back to her human form as Sharon Ventura. Shary will remain in the book as Ben's girlfriend. But will she retain her Ms. Marvel powers? That remains to be seen.

The catalyst for these transformations? None other than the FF's greatest foe, Dr. Doom! Has Doc Doom suddenly decided to play matchmaker? Not at all! While Doc seems to be helping Ben and Shary, we soon find his plans only cause more trouble!

The issue is written, penciled, and inked by the FF's main man, Walt Simonson. Walt stressed that this issue features "the real Dr. Doom, not a robot." A couple of issues after that, there will be a big showdown between

Reed and Doom. Editor Ralph Macchio added that FF #350 will be "a seminal issue of the book. It'll be really poignant." Ralph compared the issue to the classic love story, "Gift of the Magi."

It's an event no True Believer will want to miss!

ITEM! Where can MC Hammer mingle with the Mighty Thor? Where can Mighty Mouse hobnob with the Flash? Where can Laura Palmer from **TWIN PEAKS** and Kraven the Hunter return from the dead and eat pizza? Why, at the Marvel Halloween party, of course! The 1990 party was the biggest and best ever, attended by not only the Marvel editorial and Bullpen crew, but also many of the production and administrative people, and freelancers as well.

Mark "MC Hammer" Gruenwald was the "emcee" for the Halloween festivities this year, aided and abetted by

Fabian "No costume" Nicieza. The highlight of the party was, as always, the wacky Halloween games concocted by Mark and the Fabe-ster.

Standouts for 1990 included cover designer Vince Evans for the *Mummy* Wrap, artist Don Hudson for the Pumpkin push, Publishing Coordinator Holly Reandeau, who could Hula-Hoop like nobody's business, and Dwight Coye in the Donut Bite-off. The winner in the costume contest was "rowdy" Rob Tokar, who came as Deeter, the **SATURDAY NIGHT LIVE** character who hosts an avant-garde talk show called "Sprockets." Each winner received a "Hobby Award"—named after the *Hobgoblin*—a little plastic pumpkin meant to represent Halloween excellence.

Everyone had a great time. The 1990 Marvel Halloween party will be a hard one to top, but you can be sure we'll try again this year!



TOP TEN LIST

TOP TEN EPISODES OF THE **BRADY BUNCH**

1. Jan allergic to Tiger
9. Marsha dates Harvey Klingner
8. Bobby and Cindy on the see-saw
7. The Grand Canyon Trilogy
6. Davy Jones guest stars
5. "Don't play ball in the house"

4. Peter's evil twin
3. The Hawaii Epic (Don Ho, Guest star)
2. Greg becomes Johnny Bravo

And the number one episode of the **BRADY BUNCH**...

1. "Oh, my nose! Oh, my nose!"

Oops, yet again, we seem to have run the wrong list. We meant to run the Top Ten Best-selling Marvel Comics in the Direct Sales Market for the month of August, 1990, as compiled by our own "Capable" Carol Kalish.

1. **SPIDER-MAN** #3
2. **GHOST RIDER** #6
3. **X-MEN** #269
4. **AMAZING SPIDER-MAN** #340
5. **WOLVERINE** #32
6. **NEW MUTANTS** #94
7. **PUNISHER** #41
8. **PUNISHER** #40
9. **X-FACTOR** #59
10. **PUNISHER WAR JOURNAL** #23

MARVEL TRIVIA QUIZ

KROOOOM

JENNIFER!!

Since we addressed the life of the Hulk in last month's trivia quiz, equal opportunity guidelines urge us to focus this month on Jennifer Walters, the sensational She-Hulk! But under the code of Marvel honor, we must first mention Jeremy Spencer of Tennessee, who wrote three years ago (Odin only knows why his letter only reached us

this fall) with a trivia correction.

In MARVEL AGE ANNUAL #3, one question concerned Hercules, who was left off the Marvel 25th Anniversary cover border. Jeremy points out, though, that Herc *did* appear under the UPC symbol, as can be seen on any of the plastic comic bags that were released with the border. And so we do

justice to both Jeremy and Hercules by recording the fact here for all Marvel-dom to see. (Just calm down now, Jeremy—we weren't "lying" about it, okay? All square?) And now, 12 questions on the She-Hulk, with answers on page 32!

—Brian Nelson

1. Which She-Hulk supporting cast member can be heard in real life as the disc jockey for the Los Angeles radio show "Nightland"?

- A) Louise Mason
- B) Brent Wilcox
- C) Blake Tower
- D) the Abominatrix

2. She-Hulk was marked as a bride of Set during her battle with Spider-Man against:

- A) Attuma
- B) the Abomination
- C) Lord Ghaur
- D) the editors of Bride Magazine

3. But while Set was hardly the most attractive of grooms, Jennifer did accept (and later reject) a marriage proposal from which considerably cuter suitor?

- A) Tony Stark
- B) Wyatt Wingfoot
- C) Hercules
- D) Wild Child

4. One of Jennifer's most reluctant battles was against her own cousin—but not Bruce Banner—but another relative who fought her under the name:

- A) Brawn
- B) Brute
- C) Bruiser
- D) Bragqart

5. Lexington Loopner hired the She-Hulk to do battle with Pseudoman, also known as:

- A) Kent Kent
- B) Olsen Lane
- C) Clark Finark
- D) Nosferata

6. Before she joined the Fantastic Four, the She-Hulk teamed with the Thing to prevent chaos at what nuclear reactor?

- A) Chernobyl
- B) Seabrook
- C) Diablo
- D) Consolidated von Doom

7. The She-Hulk's foe, Ultima, was the daughter of the charismatic evangelist known as:

- A) the Word
- B) the Deed
- C) the Faith
- D) the Tax-Free Donation

8. Who did NOT appear in the She-Hulk's first series?

- A) Man-Thing
- B) Man-Wolf
- C) Man-Elephant
- D) Man-Toaster

9. Jen's romantic interests in her first series were considerably less flashy than the men she now hangs out with, including former regular of the original MAN-THING series?

- A) Ted Sallis
- B) Greg Salinger
- C) Richard Rory
- D) Dakimh the Enchanter

10. Edging out the competition for Jen's favors in those days, however, was her long-time California pal:

- A) Fred Jones
- B) Julio
- C) Zapper
- D) Dweezil

11. When we first met Jen, her courtroom life was usually complicated by Assistant DA:

- A) Blake Tower
- B) Nick Trask
- C) Buck Bukowski
- D) Grace Van Owen

12. Which couple were Jennifer Walters' parents?

- A) Bruce and Elizabeth
- B) Charles and Jan
- C) Morris and Elaine
- D) Harold and Maude

MARK'S REMARKS



I was reading an article in *Spy Magazine* about how the insider jargon in Hollywood keeps changing so that what's in vogue one year is totally outmoded the next, when it occurred to me... What insider jargon does the comic book industry have? I mean, I'm as inside as you'd want to get, so how come I can't think of any of the buzzwords unique to the funny business? Sure, we have technical terms like "make-ready" and "k-tone" that have specific meanings that haven't really changed since the specific print technology was invented. And we do have words that have filtered up from comics "fandom" (itself a buzzword specific to its subculture—other fanisms include "lettercol," "gafiate," and "fanzine"). But alas and alack, there's a definite paucity, dearth, and shortage of comic book insider jargon!

So... at one of the weekly assistant editors workshops, I assigned all of the a.e.'s to come up with at least one buzzword, one neologism, one cryptic catch-phrase unique to the concerns of the comics industry. And here, my faithful readers, is what they came up with—a glossary of comic book pro-speak, provided here in no particular order, so you might understand what some of your favorite pros are talking about if you happen to overhear them talk among themselves...



"dusking off": taking a comic book character and deliberately making him/her/it tougher, grittier, and more "realistic." Also known as "dirtying down." Example: "Boy, those teevee guys sure dusked off the Fl'sh."

"cover up": using a popular artist on the cover to disguise the fact that you have a so-so artist doing the interior artwork.

"coverblind": buying a comic book just for the cover art.

"jargonize": any attempt to use current slang in comics, which inevitably is horribly dated or misused by the time the story sees print. Also known as "hangin' at the Coffee Bean."

"ace": a Hot artist; that is, an artist whose name will bring an increase in direct sales of the title s/he draws.

"ace of aces": by popular consensus the hottest artist in the industry at the moment.

"grunt": a professional whose work can be seen on the newsstands every single month without fail.

"hot rash": a sudden spurt of guest appearances by a hot character in other books in order to cash in on his current popularity. Example: "My, isn't Ghost Rider experiencing a hot rash this month."

"meltdown": when a previously hot character becomes considerably less hot by overexposure. Also known as "skid marks." Example: "Uh-oh, I think—is on the verge of meltdown." or "Uh-oh, I think—has skid marks."

"strippmining": the overexploitation of a character by giving him/her/it more than one monthly book.



"pull up the roots": when a creator decides to totally revamp a character so that everything previously known about him/her/it is no longer in continuity.

"pagiarize": adapting a good movie property into a bad comic book.

"cinemassacre": adapting a good comic book character into a bad film or television program.

"mediarize": hyping an "event" that takes place on the comic book page in such a way as to make the mass media take notice.

"given the Gold Card": when a comic book creator is given absolute free rein to revamp an established book or character in any way s/he sees fit.

"x-hume": taking an old character who could not support his own title and making him a mutant or tying in with the X-Men. Example: "We x-humed Captain Britain and put him in Excalibur."

"weeding the garden": canceling three to five titles every year to make room on the schedule for some new ones.

"swash": series within a series, hey!

"bloatfish": a six-part swash that runs nine parts.

"moebify": creating a storyline that has no beginning or end. Also known as "bottomless scripting."

"balloony": using a cheap sales plot to artificially boost sales.

"einsteinification": explaining some-

thing that defies the laws of physics by invoking the laws of physics. Also known as "pulling an Albert."

"braille": artwork with a lot of white correction fluid used to mask inking mistakes.



"crammer": a freelancer who cannot begin to work on a book until it is already past its due date.

"freelurker": a freelancer who constantly lurks about editors' doorways sniffing out the possibility of freelance assignments.

"siliconing": inserting some new element into a previously established legend.

"lancing out": leaving a staff position to go freelance.

"speedballer": a less-than-great concept that gets its own series anyway.

"stafflancer": a staff member who also does freelance.

"jakroxing": swiping from Jack Kirby.

"slash": when used between two other words for comic book disciplines, it renders the second term highly suspect. Example: "Mark Gruenwald is a writer-slash-artist." Can also be used alone as a verb. Example: "Gruenwald really slashed that artwork."

"plunch": plot lunch, a meal where the primary purpose is to discuss a story plot.



"cosmify": bringing in a cosmic character in a non-cosmic book.

"overification": bringing in a cosmic character to justify some story element that otherwise cannot be justified.

"tightening the screws": upping a monthly title to biweekly publication for the summer.

"fannyfarmer": an assistant editor who tries to curry an executive editor's favor by laughing at his unfunny jokes and other obsequious behavior.

Okay. That's the list. Fun, or what? Don't bother memorizing it, though. I guarantee you that 95% will be out of fashion (or never quite in) by the time you'd have the chance to overhear it. Special thanks go to Tom Brevoort and Mike Kanterovich for providing over half of the above-listed catchphrases all by themselves. (Fannyfarmers or what?)

— Mark Gruenwald
Executive Editor 5

X-TRA

THE

MUTANT

REPORT

X-TRA

VOLUME 8

"THE NEXT STEP IN NEWS EVOLUTION"

NUMBER 9



**WOLVERINE[®]
LEAVES
EARTH!**

SHNIKT

Magneto Masterminds Mutant Exodus!
RE: Guardians Of The Galaxy #9-11 since their first appearance in **MARVEL SUPER HEROES**, Vol. 1, Number 18 (Jan. 1969), The Guardians of the Galaxy have been the foundation of the future in the Marvel Universe. The group, a collection of aliens and earth's descendants, drawn from colonies on different planets, were brought together for a specific purpose — to find The Lost Colony of Free Earthmen.

Over the years, their mission has taken a back seat to more pressing adventures. Twice, they have journeyed back into our time-line and saved the galaxy; once, teaming-up with the now defunct Defenders to battle the Badoon, and another time teaming with the Avengers to defeat the all powerful Korvac. Now, having successfully battled The Stark, a race developed from the genius of industrialist Tony Stark,

and having found the legendary shield of Captain America, the Guardians journey with renewed hope to seek out the Lost Colony of Free Earthmen.

"But," I can hear you screaming, "what does this have to do with Mutants?!" Patience, Marvelites. The powers that be at old **MARVEL AGE MAGAZINE** have not confused their articles. Relax while I disclose the mutant angle to this masterful Guardians storyline. Are you seated? The Lost Colony of Earth Freemen are discovered to be the descendants of Earth's twentieth century mutants! In order to avoid the political genocide that resulted from the 'Days of Future Past' storyline, most of Earth's mutants, led by Magneto (No, you're not hearing things, I did say Magneto), fled Earth to find another planet suitable for colonization amongst the stars.

Their first stop was the ice covered

Europa, one of Jupiter's moons. Under the ice, the mutants begin to construct three ships to further their trek. Unfortunately, with only two ships completed, Apocalypse attacks the complex. As the mutants flee, Magneto valiantly battles Apocalypse, providing valuable time for the mutants to make their escape. And what of Magneto and that third ship? While the latter question was answered in the Guardians' original series (the third ship became their very own Captain America I), the former, concerning the Mutant Master of Magnetism, is never revealed.

Several generations later, the mutants would arrive upon a planet called Haven. Haven is a planet tearing itself apart due to intense geo-thermic activity. Not one's first choice for a new home, but unfortunately the only planet the mutants found inhabitable when their ships finally could go no



further.

Leading up the charge from Europa, and the only twentieth century survivor of this arduous journey is none other than Wolverine himself (Wolverine originally followed Magneto from Earth as a means to keep an eye on the former leader of the Brotherhood of Evil Mutants). Any true maven of Merry Marvel Mutantdom can tell you that Wolverine, though one of the wisest and most feared fighters in the world, has always deigned to let others lead. Well, A Wolverine can't change its claws. Thus, as soon as he led the descendants of his teammates and enemies to a peaceful valley on Haven where they would build their own city, Wolverine fled to the wilds. This was not before he had the chance to have a few offspring of his own. Unlike their dad, the children of Wolverine had no such inhibitions about leading the mutants and did so with an iron fist (or claw, as it were).

While generation after generation passed, the mutant causing X-Factor gene was slowly bred out of the population. Fewer and fewer mutants were born with each succeeding generation and those mutants who were born lorded over their non-mutant brethren, in a perverted realization of Magneto's long held dream!

This is the world that The Guardians of the Galaxy discover; a world now terrorized by its absolute monarch, the fifth generation descendant of Wolverine: Rancor! Rancor makes her great great granddaddy seem like Willie Lumpkin. I mean, this young woman ripped her father's heart from his chest and took over his throne as a present to herself on her sixteenth birthday! Rancor, who has all of the animal instincts and intensity of Wolverine, but not his hard won honor or conscience, was born with organic fingernails that she can lengthen into razor sharp talons at will. She leads a small band of blood-thirsty mutants she calls her "Lieutenants." They are: Shaddo, whose 'living cape' wraps itself around its intended

victims and slithers down their throat to asphyxiate them; Blockade, whose body can expand in height and width until he becomes a moveable living wall; Side-Step, who can teleport by walking diagonally; Mindscan, a telepath; Blaster, who flies and emits deadly bursts of ionic energy from his hands; and the two junior members: Bat-Wing, who flies and emits deadly bio-blasts, and Rhodney, a super strong-man.

The Guardians find allies in the poorly organized, greatly over-powered resistance movement in the persons of: Replica, a young girl able to alter her

shape into any form she desires; and Giraud, a third generation resistance fighter who will become the new Phoenix.

A plethora of future mutants, one of whom will become the newest member of The Guardians of the Galaxy, appear in this storyline which begins in issue number nine. Special guest cover inkers for this series-within-a-series are mutant artist Rob Liefeld (#9), Jim Lee (#10), and Bob Wiacek (#11). THE GUARDIANS OF THE GALAXY is written and penciled by Jim Valentino and inked by Steve Montano.

Steve Vratros



ANDY MANGELS'S REEL MARVEL®



Welcome back to *Reel Marvel*, MARVEL AGE MAGAZINE'S newest column. Last issue we took a look at the first season of the short-lived live-action *Spider-Man* TV series, detailing the facts about each episode. This issue, we'll look at the second, final season of the series.

Spider-Man was produced by Charles Fries for CBS. It starred Nicholas Hammond as Peter Parker/Spider-Man, Robert F. Simon as J. Jonah Jameson, and perky Chip Fields as Jameson's secretary, Rita. Newcomer to the show was Parker's rival photo-hound, Julie Masters, played by Ellen Bry.

What follows concludes the listing and description of each episode of *Spider-Man*.

7. "The Captive Tower" 9-5-78

Guest Stars: Forster-David Sheiner; Farnum-Todd Susman; Duke-Fred Lerner; Barry-Barry Cutler

Writer-?; Director-?

Spider-Man must aid the occupants of a New York skyscraper when a gang of terrorists takes it under siege. Time is running out for the 25 hostages, including Rita, and only Spidey can close the web on this perilous plot!

Comments: Do you think this is where they got the plot for *Die Hard*? This is the second season premiere episode. It has never been re-aired.

8. "A Matter of State" 9-12-78

Guest Stars: Andre-Nicholas Coster; Evans-John Crawford; Carl-Michael Santiago; Martin-James Victor

Writer-Howard Dimsdale; Director-Larry Stewart

Peter Parker and Julie are covering a story about an airport quarantine when Peter recognizes the setup as a hoax. An FBI agent has lost a valuable attache case containing top secret government papers. When Julie accidentally gets pictures of the leader of the conspiracy behind the briefcase, her life is in danger. Spider-Man must rescue Julie, stop the bad guys and

find the top secret documents before it's too late.

Comments: A spectacular scene of Spidey crawling up and down the Empire State Building drew huge crowds of onlookers and a story in *TV Guide*. Also in this fairly well-done episode, Rita hints pretty strongly that she knows who Peter really is.



9. "The Con Caper" 11-25-78

Guest Stars: Colbert-William Smithers; Warden Rischer-Fred Downs; Cates-Ramon Bieri; McTeague-Andrew Robinson

Writer-Brian McKay & Gregory S. Dinallo; Director-Tom Blank

Jameson is duped by paroled political felon, Colbert, into pushing a prison board to implement prison reforms. While his old friend (and Jameson's secretary), Rita, performs at the prison, Colbert helps two fellow convicts to escape. They plan a spectacular robbery, but haven't counted on the intervention of the amazing Spider-Man, who engages them in battle on New York rooftops.

Comments: This has some unintentionally hilarious scenes of Rita singing folk songs to calm the prisoners. What was that quote? Oh yeah; "Music hath charms to soothe the savage breast." Uh huh. An awfully silly episode.

10. "The Kirkwood Haunting" 12-30-78

Guest Stars: Lisa Kirkwood-Marlyn Mason; Dr. Polarsky-Peter MacLean; Ganz-Paul Carr; Dr. Davis-Peggy McCay

Writer-Michael Michaelian; Director-Don McDougall

Peter Parker helps investigate the haunting of the Kirkwood mansion, to stop widow Kirkwood from turning her fortune over to a psychic whom Jameson believes to be a phony. In the spooky mansion, Spider-Man comes face to face with some scary psychic phenomena, but in the end, he proves the episodes to be fake and saves Lisa's life.

Comments: Spider-Man fights lions and bears in this one, but no tigers are in sight. Oh, my! De-bunking psychics was very big that year, as both the *Incredible Hulk* and *Wonder Woman* shows had the same plot.

11. "Photo Finish" 2-7-79

Guest Stars: Weldon Gray-Geoffrey

Lewis; Police Lieutenant Charles Haid; Mrs. Gray-Jennifer Bilingsley
Writer-Howard Dimsdale; Director-Tony Ganz

When Peter Parker is assigned to photograph Weldon Gray's rare coin collection, he's knocked out in a robbery. Photos he develops of the robbery show Gray's ex-wife involved in the robbery, but Peter thinks she's innocent and goes to jail rather than giving the police the incriminating film. Escaping from prison as Spider-Man, he uncovers Gray's plot to defraud an insurance company and blame the theft on his ex-wife!

Comments: Peter Parker appears to be missing from prison from 6:00 pm to 7:30 am the following morning without being discovered. He also somehow smuggles his Spider-suit into prison with him, and conceals a bullet-hole in his leg! Talented guy, that Peter. Too bad the scripter wasn't.

12. "Wolfpack" 2-21-79

Guest Stars: David-Gavan O'Herlihy; Art-Wil Setzler; George Hansen-Allan Arab

Writer-Steve Kandel; Director-Joseph Manduke

Peter's scientist friend David, his assistant Art, and Rita, accidentally create a chemical which causes total submissive obedience. When it falls into the hands of the evil George Hansen, the trio is almost convicted for the theft of the Gutenberg Bible! Spider-Man stops Hansen's first attempt to cause security guards to rob a valuable gem exhibit, but is almost too late to stop his robbery of \$42 million in securities. Spidey foils Hansen's plans, and destroys the drug for the good of mankind, erasing the memory from everyone's minds.

Comments: This is the only episode that makes much use of the fact that Peter is a science student, and even then, you'd swear he was a criminology major instead. The end scene at a factory misses some exciting stunt opportunities.

13. "The Chinese Web" 7-6-79

Guest Stars: Min Lo Chan-Benson Fong; Mr. Zeider-Richard Erdman; Dint-John Milford; Emily Chan-Rosiland Chao

Writer-Lionel E. Siegel; Director-Don McDougall

This final 95-minute episode finds Spider-Man caught in a web of international intrigue. When Min Li Chan, China's Minister of Industrial Development is accused of selling military secrets to the US during World War II, Jameson sends Peter Parker to find Dent, a Marine, who can prove Chan's innocence. Parker finds Dent, but has his hands full when wealthy industrialist Zeider attempts to kill Chan and kidnaps Dent. With Chan's niece Emily's help, Spider-Man saves both Dent and Chan's reputations.

Comments: A very strong episode,



this played at times like a travelogue of Hong Kong. Spidey is shot early on, but recovers without mention, and his secret identity is discovered by Emily. Not a bad way to go out as a series. "The Chinese Web" was filmed partially on location, the same time the Japanese were beginning work on their own Spider-Man series (more about this in the future!).

Despite respectable ratings, CBS officials were nervous about being labeled "the super hero network" (having both the *Incredible Hulk* and *Wonder Woman* also running that year), and chopped Spidey's web-line in two. Nicholas Hammond went on to guest-star in other TV shows and films, but never again had a starring role. He currently lives in Australia.

Several of the *Spider-Man* shows are available on videotape. The pilot film, "The Amazing Spider-Man," "The Deadly Dust," and "The Chinese Web," are all available from Playhouse Video (VHS code #6114, #6115, and #6116, respectively). Order them through your local video store by the titles and numbers listed here.

The one-hour episodes were made into two-hour "films" after their initial air dates. The producer went back to the sets and shot three 5-minute new

bridging sequences between the two episodes to make the transition easier to understand. All of these transition scenes took place in the Daily Bugle newsrooms, and were never a part of the original airings of the show.

Two of these "films" have been released on video from Prism Entertainment, and can also be ordered at your local video dealer *Spider-Man Vol. 1* (#1701) features "Night of the Clones Escort to Danger," while *Vol. 2* (#1702) features "Con Caper Curse of Rava."

The other two-hour "films," not available on video, are "Photo Finish Matter of State" and "Wolfpack Kirkwood Haunting." These are sometimes shown on local stations or cable "superstations." Only "The Captive Tower" has never been repeated on television, nor is it part of any syndication or video package. Sorry.

Next issue, we'll take a break from seriousness, break out the bands, and have a sing-a-long! What songs, you ask? Well, Uncle Andy's providing the Marvel Super-Heroes Songbook for your edification, featuring theme songs from many of your favorite Marvel shows! Gargle some lemon juice, warm up your voice, and we'll see you next issue, right here at *Reel Marvel!*

MARVEL AGE[®]

BRYAN HITCH

Interview:

Having arrived in the United States in mid-July, *Bryan Hitch*—England's newest and brightest talent—took Marvel's New York offices by storm. The twenty year old artist is now penciling *She-Hulk*, and is currently working on a new project that he describes in the interview. Before he left the Big Apple to return to his native England, I had the chance to sit and talk to Bryan.

—James Frederick Nelson

After having stayed in New York City for a week, how do you like the U.S. compared to England?

New York's been quite an education in a way, although I've spent a lot of time in the office, and haven't had much of a chance to really see anything, but I do like it here, though, it's very friendly. I don't get to socialize personally within the comics industry very much in Britain, really, because everyone is spaced so far apart. The only way to feasibly talk to people is by phone. I've been able to meet a lot of people while I've been here—mostly some of my favorite writers and artists and stuff like that.

Do you have any plans to live in America?

Not at the moment, no. I'd like to get my own house before I move to another country. There's nothing to stop me from visiting regularly, though.

How did you become interested in comics?

Much like everyone else in the business, I believe. As a young boy, I was sick once, and my Mother brought a comic home for me so that I would have something to do while in bed. I found out that someone had to draw them, and later discovered that people even got paid to draw them.

I met Steve Parkhouse, who draws the *BOJEFFRIES SAGA*, about five years ago. He was then working on the *DR. WHO* comics in England. He pretty much gave me the basics of drawing—a condensed education.

Do you remember what that first comic was?

It was a *SUPERMAN* comic, actually. The villain was *Spellbinder*, drawn by Curt Swan. It was one of those classics where they almost discovered Superman's identity—yet again.



Who are the primary influences on your art?

There are a lot of them. I think that everyone's art has a lot to offer. People like Neal Adams, John Byrne, Alan Davis, Michael Golden, and Olivier Vatine—who is a French illustrator—are the biggest influences that come to

mind. The list of artists that I like is long, but I feel that short list can offer me more than any of the other artists working today.

What are your favorite comics now?

They're not so much favorite comics, but favorite artists. I suppose it's the

same thing, really. The artists I tend to look at, are Jim Lee and Adam Hughes—and Rick Leonardi—I'll look at anything by Rick Leonardi. Of course there are always the artists I mentioned earlier as well.

What are your past freelance credits?

My first professional job was ACTION FORCE, the British equivalent of GI JOE, which I did for about one year. During that time, I did an occasional job with TRANSFORMERS as well. After that, I landed a job with DEATH'S HEAD for Marvel U.K.—which ran for about ten issues. Thanks to Alan Davis, who showed my stuff around the U.S. offices, I got a fill in job for She-Hulk. When John Byrne quit, I was offered the penciling position.

Now that you are penciling the SHE-HULK comic, what do you plan to do with the character?

Her character has a lot of scope. I think we've run dry with making fun of other comics. Personally, I would like to see something like Indiana Jones—with lots of adventure, but where the

reactions of the characters are funny. Maybe some Monty Python type of stuff.

Do you have any plans to write?

I'd like to write, but not for myself at the moment. I think there would be too much temptation to write what I'd like to draw, and not what people would like to read. I'd really like to concentrate on becoming a better artist before I take up writing.

Are there any characters you would really like to draw?

That's a tough one. I'd really like to play up the soldier aspect of Captain America. Frank Miller hinted at that aspect of the character in the BORN AGAIN series, and I'd really like to expand on that. After all, he was called the "super-soldier" not "super hero" when he was created.

What would you say your greatest accomplishment in the comics field is?

I don't think I've had a greatest accomplishment. Probably just staying in the business is the biggest so far. I was seventeen when I started, and I'm only

twenty now. It was pure luck, really. A lot of artists bum around out there, looking for work, but I was lucky enough to walk into it.

Can you give us any details on your upcoming projects?

During the visit, I've picked up a lot of pinup work for books like the PUNISHER WAR JOURNAL and the "X-TITLES," and also some work on CONAN. For a summer release next year, I will be working with Chris Claremont on a special SHE-HULK bookshelf format edition. Kitty Pryde from EXCALIBUR will guest-star. We'll also be using just about every '50's movies cliché imaginable. It's a pretty mad story actually. It's probably going to be the wackiest story I've ever drawn, but it'll be a lot of fun. (It guest stars just about everything and everybody.)

Aspiring Marvel artists should take heart that Bryan's success has come so early. We wish him well on the long career before him.



MARVEL[®] SUPER HEROES[®] COMPUTER GAMES

This article is for every Marvel fan who, after thrilling to the latest tale of his favorite Marvel Super Hero, wished he could join in one of those adventures. Thanks to some of the greatest names in the computer games business, LJN/Acclaim, Paragon, and Arcadia, that wish can now come true! Spider-Man, the Punisher, the Silver Surfer, the X-Men are among the super heroes whose battles against such villains as Doc Ock, the Kingpin, Mephisto, Magneto (and a whole lot more) have been put on computer chips for Nintendo Gameboy, the Nintendo Entertainment System (NES) and IBM. Each game story was created in consultation with Marvel editors, so everything is kept true to what is happening in the comics—in fact, the X-Men game is based on the Fall of the Mutants storyline. As for the gameplay action itself—it's as fast-paced as the stories! Here's a list of the latest releases:

THE PUNISHER (LJN/Acclaim)

Non-stop style action, super-crisp state of the art graphics, fully animated backgrounds, and hundreds of enemies and targets make this game a real challenge for the reflexes! You're the Punisher and you have to fight your way through scores of thugs, hoods, felons and lowlife criminals before you reach your goal, the Kingpin! With six levels of game action, this game is the hot one! Designed for NES with a suggested retail price of \$44.95

SPIDER-MAN (LJN/Acclaim)

We've said it before, and we'll say it again, here's an action game that's a real challenge! Spider-Man's wife, Mary Jane, is the prisoner of Dr. Octopus, Dr. Doom, Red Skull, Hobgoblin, and Mysterio! Spider-Man's got to defeat them all before he can rescue Mary Jane—and that means some serious fighting is in store for everyone's favorite wall crawler! Designed for the Nintendo Gameboy system, the suggested retail price is \$29.95.

X-MEN (LJN/Acclaim)

Magneto and his band of evil mutants are on the rampage. To stop Magneto from enslaving mankind, you must select the best attack team from amongst Wolverine, Cyclops, Storm, Colossus, Nightcrawler, and Iceman. Be careful, for if one of the X-Men you



select gets immobilized, he's out for the rest of the game. It's a fast-paced game that can be played in either one or two player modes. The two player mode features simultaneous control where cooperation and teamwork are paramount! Designed for NES, the suggested retail price is \$44.95

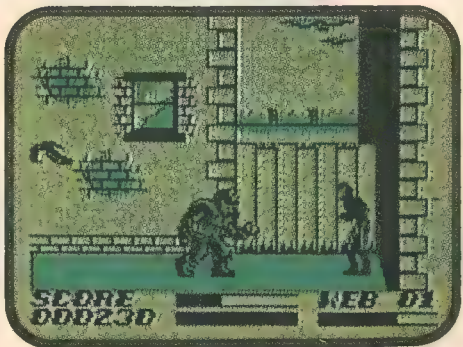
SILVER SURFER (Arcadia)

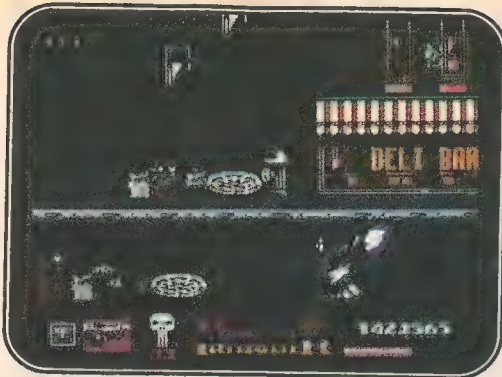
The ultimate Age of Darkness threatens to consume the universe! As the Silver Surfer, you must use your cosmic power to stop the awful plans of Mephisto, the Skrull Emperor, Reptyl, Firelord, and the Elders of the Uni-

verse. Can you do it? The fate of every living being in the universe is in your hands! Featuring 12 levels of game play and digitalized sound effects! Designed for the Nintendo Entertainment System with a suggested retail price of \$44.95.

X-MEN II (Paragon)

The fate of the mutants is in your hands in this fast-paced and hard-hitting adventure based on the Fall of the mutants stories from X-MEN #s 225-227. You must choose five X-Men to fight Freedom Force and all the different menaces trapped in the timestream,





including barbarians, rednecks, indians and more. Select your team from Wolverine, Psylocke, Colossus, Rogue, Longshot, Cyclops, Beast, Archangel, Marvel Girl, Iceman, Phoenix, Dazzler, Nightcrawler, Shadowcat and Havok. Choose well, because the consequences are life and death!

Designed for IBM 3.25 and 5.25 versions with a suggested retail price of \$39.95.

AMAZING SPIDER-MAN (Paragon)

Mysterio has captured Mary Jane! With action so fast-paced, Spider-Man has to be in top shape to survive the traps and henchmen attacks Mysterio has planned. Then there's the final challenge—a life and death battle with Mysterio! Featuring 35 different gameplay screens. Package cover by Todd McFarlane.

Designed for the IBM 3.25 and 5.25 versions with a suggested retail price of \$34.95.

PUNISHER (Paragon)

You become the Punisher in order to stop the Kingpin's crime wave that threatens to destroy the city! All the Punisher's weapons are available, and you'll need every one of them, because before you can stop the Kingpin you must battle your way past a horde of petty hoods and the super villains Jigsaw, Bullseye, and Typhoid Mary. Along the way you can call on help from Spider-Man, Wolverine and... J. Jonah Jameson! If you're successful, you'll finally come face to face with your greatest challenge, a life and death battle against the Kingpin himself! The action is non-stop—and loaded with traps, so be careful!

Designed for the IBM 3.25 and 5.25 versions, its suggested retail price is \$39.95.

And that's just the start of the fun! Be sure to check out this column this summer when we'll have news on the Avengers NES and coin-op games, a Spider-Man game for the Genesis system, X-Men and Punisher coin-op games and a whole lot more!

—Dwight Jon Zimmerman

LJN SIDEBAR:

Here's the final installment of our Secret Hints for the LJN/Acclaim games. This one's for the Punisher NES game and, as always, it's from LJN's own computer ace, Carol Albert. This time she's got two top secret extra ammunition codes that are sure to come in handy! Here they are:

1) On the mission select screen, enter this sequence on controller 2 for a bazooka with 25 shells! A, B, B, UP, UP, LEFT, DOWN, A.

2) On the mission select screen, to get a machine gun with 999 rounds, use this code: UP, A, A, A, A, LEFT, LEFT, DOWN.

Good luck!



Criminals, beware! There's a new costumed crime-fighter on the scene. She's fast, she's furious, and she's coming soon to a concert hall near you!

That's right, we said "concert hall." You see, that new super hero we're talking about is NightCat, the latest singing sensation from LMR Records.

She's making both her comic book and recording debuts this month, and you won't want to miss either one!

The comic is a 48-page bookshelf format spectacular featuring work by some of the biggest names in the business, such as Stan Lee, Denys Cowan, and Joe Jusko. The album is a collec-

tion of hot dance tracks and soulful ballads that will make even Madonna want to shut up and dance!

NIGHTCAT is something different for Mighty Marvel—a super hero comic book based on an actual person! In real life, NightCat is 19-year old Jacqueline Saharra Tavares, a beautiful

singer who is the hottest new discovery of LMR Records (that's the label of superstar Stevie B., among others). It all started when Stan Lee and Jackie's manager, Don Kessler, got together and decided to create a super hero out of a real-life singer. They took the idea to LMR Records, and thus was born. . . the NightCat!

The task of transforming young Jackie Tavares into a super hero fell to Bob Budiansky, who is Marvel's editor in charge of special projects. The first thing Bob did was to hire Stan Lee to write the book—after all, the folks at LMR wanted Marvel's top man for the job.

Ultra-hot X-MEN artist Jim Lee designed the look of the NightCat costume. The writing team of "Brain-Dead" Barry Dutter and Supreme Marvel Zombie Jim Salicrup were brought in to plot the origin story, and superstar Denys Cowan (of DEATHLOK fame) was hired as penciler. A newcomer named Jimmy Palmiotti was called in to ink the one-shot, and Joe Jusko provided a fully-painted cover.

In addition to the album (or CD, if you prefer), you can also see NightCat perform live on stage! Jackie Tavares will be touring the country as NightCat. NightCat not only sings, but she also will be seen battling ninjas and performing other amazing feats as she performs.

You can be sure that once NightCat really takes off, there will be music videos galore, as well as the inevitable movie and TV deals.

NIGHTCAT #1 will be a 48-page bookshelf format comic, and, depending on the reaction, there may be more NightCat adventures in the future. The comic will be sold in comic shops, and may even be available in record stores all across the country. This way you can do all your NightCat shopping in one convenient trip.

In real life, Jackie Tavares's parents are both alive and well. But the fictional NightCat has a more tragic background.

The origin story begins with Jackie as a young girl living with her parents in Queens, NY. Her mother is a singer, and her father is an undercover police officer. Jackie dreams of being a singer,

just like her mom. But tragedy strikes when Jackie's mom, unable to handle the pressures of the business, dies an alcoholic.

On her mother's deathbed, Mr. Tavares makes Jackie swear that she will not become a singer. Mr. Tavares is afraid of his daughter sharing in his wife's fate. Jackie tries to honor her father's request, but, as she enters college, finds she can't stay away from show business. She tries to find a way she can perform, and yet still honor her promise to her father.

So Jackie, a long-time comic book fan, creates for herself the costumed identity of NightCat. This way, she can still sing, and nobody will ever know who she is—not even her own father!

In her new identity of NightCat, Jackie enters a talent contest, and wins a recording contract with LMR. All seems to be going well, until NightCat stumbles across a drug deal at the recording studio. She is taken captive by the sinister Mr. Krak, henchman for Amanda Gideon—leader of a drug ring that is experimenting with designer drugs. Amanda's latest creation is a powerful mixture that gives the user the sensation of whatever animal it is derived from.

There's only one flaw with the drug: so far, everyone it's been tested on has died! As a cruel joke, Amanda decides to inject NightCat with some of her serum derived from a cat.

As fate would have it, Mr. Tavares is working undercover for Amanda, and tries to save this hostage, whom Mr. Tavares doesn't even realize is his own daughter. However, he is too late, and Jackie is injected with the serum. When he tries to save his daughter, Mr. Tavares is killed. Before Jackie can be killed as well, she suddenly grows claws, displays incredible leaping ability, and lightning-fast reflexes.

Instead of killing her, the drug has given Jackie all the powers and abilities of a cat, amplified!

At her father's funeral, Jackie decides to keep her NightCat persona, continue her recording career, and use her powers to fight crime and avenge her father's death. (Mr. Krak and Amanda get away!) The rest of the first

story deals with NightCat's attempts to bring an end to the criminal empire of Amanda Gideon, one of the most ruthless and powerful women alive.

Barry Dutter, co-plotter of the first issue, noted that in addition to all of NightCat's amazing abilities, "she wields a battle staff that can deflect bullets, and can be used for pole vaulting. She also has a NightCat light, which can be used to blind opponents, and a couple of really cool cars. Wait till you see the Night Cat-illac!"

Scripter Stan Lee said, "We all sort of created the NightCat personality together—Jim, Barry, Jackie's manager (Don Kessler), and myself. In that way, NightCat is different than all other characters I've created. And NightCat is based on somebody who actually exists. I got a real kick out of this character being based on a real person."

Jackie, a former model in real life, considers herself a natural dancer. Jackie is already a dynamite entertainer, but she's constantly working to hone her skills, even to the point of taking singing and dancing lessons.

"People have said to me many times I look like a cat," said Jackie. "I've got my mom's green eyes, thick lips, and thick eyebrows."

Co-plotter Jim Salicrup said, "I've been involved with several of the musical personality comics that Marvel's put out, but this is the first time we've developed a character around a living person, who is in turn going to use the character's persona on stage. There are unlimited possibilities."

Barry feels that the NIGHTCAT comic will appeal not only to fans of Jackie's music, but also to anyone who likes hard-hitting super hero action. Barry stressed that NightCat is no wimp. "She doesn't take any guff from anyone. She'll do whatever it takes to win—even kill! The best way I can sum her up is, if Wolverine was a girl, he'd be NightCat."

So watch out, criminals, because the NightCat is on the prowl! Pray she doesn't sink her claws into you!

—Renee Wittertaetter
and Dan Handlemann



HI EVERYBODY, AND WE COME BACK TO THOSE OF YOU JUST TUNING IN. I REMIND YOU THAT TODAY ON THE SHOW WE'RE FEATURING SOME NEWCOMERS TO THE WORLD OF MARVEL COMICS...

...LIKE THE TOXIC AVENGER!

U.S.C.



YOU PROBABLY KNOW ALL ABOUT TOXIE FROM HIS SUCCESSFUL FEATURE FILMS.

...AND HERE'S DARKHAWK?

NOW, YOU PROBABLY KNOW NOTHING ABOUT THIS FELLOW.



HEY! NEITHER DO I, BUT I'M SURE IF WE ALL START READING HIS NEW SERIES, I'M SURE THAT'LL CHANGE!

BUT I'M PARTICULARLY EXCITED BY THE PROSPECT OF DEBUTING THIS NEXT YOUNG LADY ON MY SHOW!



LIKE MYSELF, SHE'S A REAL LIFE PERSON WHO'S APPEARING ON THE COMICS PAGE AS A CARTOON CHARACTER.

LIKE MYSELF, SHE SINGS.



THE ONLY TIME THE WORD "CONTRACT" HAS BEEN USED IN CONJUNCTION WITH MY SINGING WAS WHEN MY WIFE, LYNN-- AFTER LISTENING TO MY ATTEMPTS AT HARMONIZING WITH THE HIGH NOTES ON MY GREATEST HITS OF FRANKIE VALLI AND THE FOUR SEASONS CD--

UNLIKE MYSELF, SHE HAS A RECORDING CONTRACT.



BE THAT AS IT MAY, THIS IS STILL MY SHOW, SO I'VE TAKEN THE LIBERTY OF WRITING A LITTLE DITTY OF A PUEY FOR MY LOVELY YOUNG GUEST AND MYSELF, HEH...



SIGH! AND I THOUGHT REGIS WAS BAD...

--WELL, RIGHT THEN SHE THREATENED TO PUT A CONTRACT OUT ON MY LIFE!

IT'S TRUE. SOMETIMES BIG GIRLS DO CRY.



...AND SO, WITH THE HELPFUL HARMONIES OF THE TOXIC AVENGER AND DARKHAWK, I PROUDLY PRESENT TO YOU THE UNIQUE AND EXCITING SONG STYLING OF FRED HEMBEL AND THE INCOMPARABLE

NIGHT CAT!

SONNY AND CHER, EAT YER HEART OUT!

TOXIE, RAP US IN..

JACKIE TAVAR, SO YOUNG SO SWEET SINGS LIKE AN ANGEL, DON'T MISS A BEAT

DETECTIVE DADDY SAYS "UH OH FOR MY BABY SHOWBIZ IS TOO WILD!"

SO SHE PUTS ON A MASK, PUTS ON A COSTUME-- NIGHT CAT IS BORN, SURE IS AWESOME!

CRAZY SCIENTIST, HE'S A VAIN, NOW SHE'S LIKE SHE'D FEIGNED

BUT UH OH, CRIME DID HER DADDY WRONG, NOW JACKIE'S GOT THE BLUES AS HER SONG

STILL GONNA BE A MAKE IT TO THE T THAT'S WHAT SHE STOP

SO WATCH OUT WORLD CAUSE SHE'S YOUR GIRL, WHETHER SHE MELTS YOUR HEART ON THE CD OR SETS AFTER YOU THE LOCAL PD--

NIGHT CAT THE PROWL SHE IS

AND IF I WERE YOU, I'D WATCH HER GROWL

WATCH HER GROWL

WATCH HER GROWL

WHEN TITANS PURR-- DON'T RUFFLE THEIR FUR

PURR



the **FRED HEMBEL** show

A CHILD--
JUST

REJECTED HER--
THE KITTY
D

STAR, GONNA
OP-- BUT CRIME,
WANTS TO MAKE

'S ON
YOU KNOW

PURR

WHEN
FELINES
HISS--

SAY PARDON
ME MISS

WHEN KITTY'S
GROWL--

Hiss
Hiss

DON'T YOU
CRY FOUL

GROWL
GROWL

NIGHT CAT'S
THE ONE TO
BE

THIS
IS ONE COP WHO
ROCKS, YOU
SEE--

NINE
LIVES
HAS
SHE--

AND I DO
IT ON
RD,
NOT YOUR
TV!

SO WHEN
NIGHT CAT
PROWL--

LISTEN
TO ME
GROWL,
LISTEN
TO ME GROWL,
LISTEN TO ME GROWL!

RRR
RRR
RRR

AAARRR

ICK

MY OH MY NIGHT CAT, THAT
CERTAINLY WAS A FINE JOB!
WARRDANA SAY WE GIVE HER
A BIG HAND, HUM FOLKS?

AND HEY, IF YOU THINK SHE
SOUNDED TERRIFIC IN THIS
COMIC BOOK, JUST IMAGINE
HOW MUCH BETTER SHE'S
GONNA SOUND ON YOUR
CD PLAYER!

I, ON THE
OTHER HAND,
SOUND SO
MUCH BETTER
HERE!

...AND IF YOU
DON'T BELIEVE
ME, JUST
ASK MY
WIFE...

CLAP CLAP CLAP CLAP

STAN'S SOAPBOX



Hi, Heroes!

Welcome to 1991! (That almost sounds as if the new year is being brought to you by MARVEL AGE MAGAZINE! Well, why not?)

Since this is the first Soapbox of a brand new decade, I figured out the best way to kick it off would be to go through the mail and answer some of the countless questions you keep tossing at me. So, if you'll excuse me while I find my letter opener. . .

Hey, the first query I grabbed is a pretty good one! It's from a teacher in the midwest who says he's been a closet Marvel Zombie and a member in good standing of the Merry Marvel Marching Society since way back when. His question seems simple enough, but it's a tough one to answer. Here it is. . .

"Why do we keep changing our super hero characters?"

I guess we all know what he means. For instance, for most of his cataclysmic career, the Hulk used to be green and dumb. Then, he became gray and smart. By the time this column sees the light of day, he might be polka-dotted and shy for all I know! The Fantastic Four used to consist of Reed, Susan, Ben, and Johnny. Over the years, all sorts of permutations occurred. In fact, at any given moment I have trouble remembering who the cast consists of without referring to the mag! Then there's

Spidey! A few short years ago his costume was totally changed from red-and-blue to midnight black. Then we changed it back again, although the black version still exists, ready to be sprung on you when you least expect it! And how about Iron Man? We used to offer No-Prizes for anyone who could list all the changes that had been made to his armor over the years, as well as the changes that Tony Stark himself has undergone. Remember when he was an alcoholic? Remember when he wasn't even Iron Man anymore, but someone else was doing the bit for him?

You get the idea. So, what our inquisitive letter writer wants to know is, why do we do it? Why do we make all those changes instead of just keeping our world-famous characters as they are?

Here then, is the inside scoop, but don't go blabbing it all over town. I mean, if a certain Diabolically Cagney competitor of ours was to learn our secrets, who knows what would happen?

Now that you're sworn to secrecy. . .

There are no bigger comic book fans than our editors, artists, and writers themselves. Our most important formula in creating super hero spectaculars is to find stories and situations that we ourselves would want to read. If it doesn't excite *us*, then we're not gonna inflict it on the best gang of readers in the world—namely you and your fellow Marvelites!

So here's the bottom line. Very often, during our frequent plotting sessions, one of our Bullpen luminaries will say, "Hey, I'm getting bored with Captain Supergink! No matter what angles we come up with, I feel as though I've read 'em before!"

That's the tip-off. If one of our editors, or artists or writers is getting tired of a certain series, then the chances are that our readers may start losing interest, too. Well, Marvel isn't about disinterested readers! That's when the brain-storming sessions really start to get wild.

Editor-in-Chief Terrific Tom DeFalco may suddenly blurt out, "Hey, how about

if Captain Supergink gets trapped in a time warp and turns into the only teenager in comics who sports a beard like mine for the next twenty issues?" Or Titanic Todd McFarlane might shout, "I've got it! He tries to create some webbing for himself, like Spidey's, but he blows the whole bit 'cause he makes it out of Silly Putty!" Or our new president, Merry Terry Stewart, the Southland's gift to comicbookdom, might opt for changing Captain Supergink's costume so that it resembles a Confederate flag, and so it goes.

The point is, we'll keep batting it around until the air is filled with excited cries of "Hey, that's it!" Then we know we're on our way.

But that's not the end of it. No matter what changes are made with our characters or storylines, as soon as the new versions begin to pail on us, bingoo—we start the process all over again! And, you wanna know something odd? More often than not, we'll gradually work our way back to the original premise! So worry not about Captain Supergink! No matter how we change him, the chances are he'll eventually return to the fearless, fun-loving fighter for freedom he's ever been.

Well, I don't know if that answered the question to everyone's satisfaction, but it sure used up just about all my space for today, so we'll have to leave all the other many questions (both of them) for another issue.

Whoa! I just had a nutty thought! Y'know how just about everyone in comics reads MARVEL AGE MAGAZINE (mostly for the Soapbox, natch)? Well, suppose some other publisher says, "Hey, I like the name Captain Supergink. And now that Slim-Jim Salicrup let Lunk-Headed Lee popularize it, let's grab it for ourselves." So here's a hint, Jim—let's us do it first. And don't forget my royalty!

Or, in the immortal words of Irving Forbush, tempora mutantur, nos et mutamur in illis!

Excelsior!

Stan Lee

WILLIE LUMPKIN

STAN AND DAN'S CLASSIC COMIC STRIP FROM THE FABULOUS FIFTIES

© 1991 by Stan Lee and Dan DeCarlo



THE TOXIC AVENGER

TM



Throughout the 1980's, New York based Troma Films, an independent production company and distributor, released a series of films about a deformed Super Hero from New Jersey named the Toxic Avenger. The original film was so successful for the small company that two sequels were quickly produced, and a third is planned for

this year. Also in the works, and speeding towards you faster than our planet is decaying is Marvel's new TOXIC AVENGER series, written by Doug Moench, penciled by Rodney Ramos and inked by Val Mayerik.

"I hadn't seen the films until Jim called and asked me to do the book," Doug said during a telephone interview, "I

believe Troma approached Marvel to do the book and Jim was chosen to edit the book because he was the only one weird enough. He sent me the videotapes so I could get the flavor of the project, and it really helped me to get a handle on what I wanted to do."

"The films tended to dwell on the gore, and obviously we can't do that.

However, to keep the spirit of the films, we've adopted the use of what I call "Realistic Warner Bros. Looney Toon Violence."

Realistic Warner Bros. Looney Toons Violence? Artist Rodney Ramos explains. "That's where body parts are horribly distorted by acts of violence, but nobody ever gets really hurt or bleeds. This appeases the Comics Code and keeps the book in a humor/fantasy realm as opposed to an outright horror comic."

Readers who are familiar with the film series realize how the movies not only parodied horror and adventure films, but Super Heroes as well. The TOXIC AVENGER comic book will carry on this tradition, and should appeal to the readers of the humor oriented magazines WHAT THE—?! and SENSATIONAL SHE-HULK. "We'd like to come off as appearing to be very straight upon first glance, but having quite outrageous things happening at the same time. Crazy, crazy things will happen," Doug explains.

The first issue will show Toxie's origins as the 98 lb. Melvin Junko, the lowly janitor of the Tromaville Health Club in Tromaville New Jersey. The beautiful guys and gals at the Club can't stand the nebbishey Melvin, and make his life miserable with an endless series of harassments. One of these practical jokes goes horribly awry, and Melvin falls into a vat of toxic waste, transforming him into New Jersey's first Super Hero!

There's an obvious contrast between the deformed Toxie, the monster with the heart of gold, and the vile personalities of the "beautiful people" of Tromaville. "Basically I decided to play up elements introduced in the first film," Doug went on, "It's a very classic scenario. In future issues we'll feature a storyline titled NIGHT OF THE LIVING HARDBODIES where the muscle guys in their Speedo bathing suits and their bikinied girlfriends are mutated into green skinned zombies!"

"After that, I'd like to show the gradual corruption of Tromaville by the Chairman of the Waste Company and other villainous characters. Perhaps Toxie will do a travelogue of America, in which case he'd certainly cross the river and visit Manhattan."

And what about Claire, the beautiful, blind accordion player that Toxie rescues from certain doom in the first issue? "There'll certainly be a romance developing between them," Doug promises, "They were even married in one of the films, but that won't be happening in the comics for a while yet."

Fans should enjoy the book's "punk look," where the villains wear crazy haircuts and wild outfits. "The look, designs and characters were all there, except for the new villains we created," Rodney says "Although half the fun is



in making up the new characters, we played up the wild punk rock look, and came up with some hideously diseased freaks for Toxie to fight."

"Rodney did a lot for the look," Doug continued. "The films had established a certain sense of dirtiness and filth, particularly by the second or third films. Rodney really took the ball and ran with it."

Rodney's past credits include PSI FORCE and THUNDERCATS, and he's very happy to be working as the regular artist on TOXIC AVENGER. "So far, the only drawback I can think of is that accordians are really hard to draw. I'm confident readers will enjoy this book... it's hotter than a toxic waste dump!"

—Mike Lackey

TOXIC AVENGER PREVIEW

THE DUMP IN
DARKNESS...

WHY AM I HERE?
WHY DO I FEEL I
BELONG HERE?

WHO... WHO
AM I?

MOP... SEXY GIRLS
IN BIKINIS... NUT-
CRACKER SUITE
TUTU...

...KALEIDOSCOPE
OF LAUGHING
TEETH...

...POUNDING HEART, BEATING
FEET, BREAKING GLASS AND
LIQUID GREEN FIRE...

...LIGHTNINGS...

SKINSHRED
BONESTRETCH
MUSCLE-
BULGE...

WH - WHAT HAPPENED
TO --

-- M-ME?

THAT'S
ME?

...NUTCRACKER
BIKINIS...



DOUG
MOENCH

ROD RAMOS & VAL
MAYERIK

RICK
PARKER

BOB
SHAREN

JIM
SALICRUP

TOM
DEFALCO

YOU HEAR THAT?

NO, WE JUST SET OFF STICKS OF DYNAMITE IN OUR EARS.

OF COURSE WE HEARD IT-- HOW COULD WE NOT HEAR IT?

YEAH-- LIKE THE MATING CRY OF A BULL MOOSE ON STEROIDS...

COME ON-- THIS WAY...

NO!

NO! NOOO!

SPASH

IT CAN'T BE ME! I'M NOT A MONG--

WH-WHAT?! NOW WHAT'S HAPPENING?!

VIBRATING... QUAKING... LIKE I'M ABOUT TO--

--EXPLODE?

BURF

BURF

BURF

RELEASES OF MINI MEGA-TRAUMATONNAGE... NO, NOT TRAUMA... THIS IS TROMAVILLE... TROMATONNAGE...

TROMATONS...

... AND I DON'T KNOW HOW I KNOW, BUT SOMEHOW I KNOW THEY'RE WARNING ME OF DANGER... EVIL...

AND IT'S NEARBY.

AWRIGHT... ON THE COUNT
OF DEATH.

BIRTH...
SCHOOL...
WORK...

...DEATH!

BRRRRRRT

WHAT THE--?! A FREAKIN'
MANNIKIN?! BUT IF THAT
THING DIDN'T BELLOW LIKE
THAT--

TRUST ME, IT
DIDN'T-- ON ITS
BEST DAY
IT DIDN'T.

--THEN WHO
DID? AND WHERE
IS HE?

UH
OH.

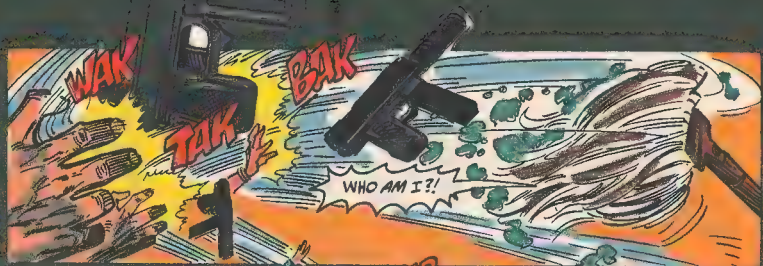
MRACWWWWW

YOU
WANTED TO
KILL ME?

UH...
N-NOT
REALLY..

THE UZIS
WERE JUST TO
GET MY
ATTENTION?

CHEEZIT--
AN' BLAST
TH' SUCKER!



THE MARVEL AGE OF COMICS 1983 PART THREE

Do not be alarmed by what you are about to read. For the next two pages, we control the horizontal. We control the vertical. We're taking you to the outer limits of illustrated fantasy—Marvel Comics of 1983!

Imagine a world where corporations run the government, and the masses are distracted from their woes by cartel-sponsored gladiatorial combat! Or an Earth overrun by Martians, in which a handful of freedom fighters find new meaning for their lives in the ruins of Cape Canaveral! Or a squad of intergalactic mercenaries so tough that only three of them suffice to tame a planet! Or a new super-team created by a corporate experiment gone awry, whose powers promise as much danger as they do hope!

Imagine all this, and you'll imagine 1983's clutch of Marvel Graphic Novels. **SUPER BOXERS**, by Ron Wilson and John Byrne, offered combat action in a science-fiction scenario. **KILLRAVEN**, by Don McGregor and P. Craig Russell, presented the latest chapter in the ongoing saga of the Warrior of the Worlds. Walt Simonson's **THE STAR SLAMMERS** brought one of his earliest comics creations to full-bodied life at last. And Dave Cockrum's **THE FUTURIANS** created an attractive new band of super heroes who would spin off into their own title for another publisher.

But of course, the biggest splash in Graphic Novels was made, as always, by mutants. **THE X-MEN: GOD LOVES, MAN KILLS** was a lavish story of Xavier's disciples, rendered with care by Chris (who else?) Claremont and Brent Anderson. The X-Men grappled with a charismatic evangelist building his empire on mutant hatred, in a tale which significantly advanced the reformation of Magneto and showcased the new team in one of their finest hours.

The old X-Men, meanwhile, made a nostalgic appearance in **WHAT IF...?**, as the Watcher unveiled an alternate universe in which the Beast didn't stop mutating! Other hypothetical worlds



explored in **WHAT IF...?** included Wanda giving herself a body that would last as long as the Vision's, Sharon Carter staying alive, Sub-Mariner never losing his memory, Susan Richards dying in childbirth, and Baron Mordo becoming Master of the Mystic Arts!

Speaking of whom, **DR. STRANGE** began one of the most important chapters of his career in '83, as he sought to banish all vampires from the Marvel Universe! His allies included Frank Drake, Hannibal King, Blade the Vampire Slayer, and the Scarlet Witch—arrayed against the King of Vampires himself, Dracula! Could Doc and company protect the Montesi Formula before falling victim to the vampire's fangs?

Another tale saw Dr. Strange besieged by would-be new disciples in the wake of Clea's departure, including Margali of the Winding Road, who wouldn't take no for an answer! Another would-be disciple, James Mandarin, made headaches for Doc in **MARVEL FANFARE**, which showcased as many Dr. Strange tales as it did artist portfolios.

Editor Al Milgrom also used **FANFARE** to present unique material that deserved to be seen, such as the serialization of Rudyard Kipling's "The Jungle Book" tales (legitimate, not animation-cute). Headlining the book were such worthies as the Black Widow (in an espionage classic by Ralph Macchio and George Perez), the Man-Thing, the Hulk, and the unusual team of Spider-Man and the Scarlet Witch.

Spider-Man lent support to a grieving Shanna the She-Devil, who believed

Ka-Zar dead after a bullet wound to the head, in Bruce Jones' adventure serial, **KA-ZAR THE SAVAGE**! But Ka-Zar was escaping death inadvertently—electronically controlled by the renegade AIM agent Ramona Cortland! The super-science of Butch and his Pangean Aerie finally saved Ka-Zar's life, and the year concluded with the double-sized wedding of Lord Kevin Plunder and Shanna O'Hara—would Zabu be the best man?

With the days of vampires numbered, Dracula got a few more licks in (to coin a phrase), on the throat of the Lady Sif! **THE MIGHTY THOR** bested Vlod the Impaler, the Crusader, and Kamo Tharnn—using the Elder's Runestaff to finally separate the bodies of Sif and Jane Foster.

But the Thunder God's life was changed forever with the arrival of two men: Walt Simonson and Beta Ray Bill! Simonson's supercharged story and art made **THOR** the talk of fandom, while the horse-faced alien staggered Asgard by proving himself worthy to wield Mjolnir! Could there possibly be two Thunder Gods? And who was the mystery threat looming in the deepest corners of the cosmos? While the **THOR ANNUAL** looked at the earlier days of Asgard, Thor's regular book was suddenly one of the must-reads of the industry.

The pre-eminent genre in comics fantasy was, of course, sword and sorcery, offered in plentiful supply by Marvel with its Conan family of books. **CONAN THE BARBARIAN** delivered monthly Hyborian action from the pens of Bruce Jones and Michael Fleisher, with art by such worthies as Ernie

MARVEL® COMICS PRICE GUIDE

The back issue prices of Marvel Graphic Novels never go up; they're still in print, and available at your local comics specialty shop right now at their original prices! But for the rest of these books, a little research may be in order. Below is a handy guide to what you can expect to pay for these titles on the back issue market, as listed in our perennial source, Robert Overstreet's **THE COMIC BOOK PRICE GUIDE #20**. But remember, this is only a guide; actual prices may vary, and should be lower for copies in fair or poor condition.

CONDITION Good Fine Mint

■ BIZARRE ADVENTURES			
34 (Son of Santa)			
Howard by P. Smith	25	.75	1.50
■ CONAN THE BARBARIAN			
142-153		.50	1.00
■ CRAZY MAGAZINE			
92-94		.30	.60
■ DR. STRANGE			
57-62		.60	1.20
■ DREADSTAR			
2	50	1.50	3.00
3-5	40	1.25	2.50
6	35	1.00	2.00
■ EPIC ILLUSTRATED			
(magazine)			
15-20	25	.75	1.50
■ KA-ZAR THE SAVAGE			
22-29		.50	1.00
■ KING CONAN			
14-19	30	.90	1.80
■ MARVEL COMICS SUPER SPECIAL			
24-27	35	1.00	2.00
■ MARVEL FANFARE			
6-11	36	1.00	1.95
1	35	1.00	2.00
■ MARVEL GRAPHIC NOVELS			
5 (X-Men)	2.00	6.00	12.00
5 (2nd printing)	1.00	3.00	5.95
6-9	1.00	3.00	6.00
■ SAVAGE SWORD OF CONAN			
(magazine)			
83-94	.70	2.00	4.00
■ THOR			
327-336		.50	1.00
337 (1st Simonson Beta Ray Bill)	1.15	3.50	7.00
338, ANNUAL 11	50	1.50	3.00
■ WHAT IF-?			
37-42	.25	.75	1.50

Chan and the accomplished master, John Buscema. The battling Cimmerian faced dragons and plagues, mysterious beautiful women and bird-men from lost cities, while his older incarnation in **SAVAGE SWORD OF CONAN** took on such threats as the Leopard Men of Darfar and his recurring nemesis, Captain Bor'agh Sharaq! And as grayer Conan faced the trials of the throne in **KING CONAN**, his son Conn recapitulated the adventures of his father in a stirring series scripted by Alan Zelenetz.

Barbarian action of an offbeat flavor appeared in **EPIC ILLUSTRATED**, in Roger Stern's creation, "Chuntarr the Undaunted." Editor Archie Goodwin's eclectic mix of fantasy continued on a bi-monthly basis, including serials by Jon Jay Muth ("Mythology of the Abandoned City"), Pepe Moreno ("Generation Zero"), and even the legendary Vaughn Bode ("The Yellow Hat"). Consider a book whose contributors ranged from Arthur Suydam to Jim Steranko to Japanese animator Go Nagai, and you'll see why **EPIC ILLUSTRATED** was unique in the industry.

And the Epic line of comics grew with the addition of **COYOTE** (mentioned two months ago), and the continuing adventures of **DREADSTAR**. Writer/artist Jim Starlin revealed the shock-

ing secret of the blind lepath Willow, then followed up by wiping out an entire city in nuclear holocaust—proof positive that the Lord High Papal would do anything to destroy Vanth and his crew. The Berni Wrightson back-up series, "The Interstellar Toybox," provided an imaginatively comic counterpoint from one of fantasy's artistic legends.

The fantasy film "Fire and Ice" was adapted in **MARVEL COMICS SUPER SPECIAL**, replete with abundant photos from the Ralph Bakshi/Frank Frazetta flick. Other adventure films presented in the high-quality Baxter format of the **SUPER SPECIAL** were "Krull," "Return of the Jedi," and the James Bond thriller "Octopussy."

But amid all the fantasy and action, two Marvel magazines met their end in 1983. **BIZARRE ADVENTURES** released one last issue with the curious theme of "Hate-the-Holidays!" Dr. Deth, Son of Santa, and Howard the Duck all cavorted therein, while their colleagues in lunacy, Obnoxio the Clown and Teen Hulk, sent up their last hurrah in the closing pages of **CRAZY MAGAZINE**. But never fear—as one look at the rest of this magazine will tell you, Marvel Comics will never forget the meaning of **CRAZY**!

—Brian Nelson

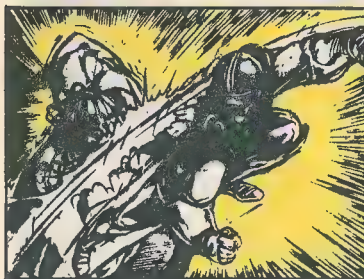


New Talent Department BEN JUNG

Welcome back, faithful ones, for once again it's that time. It's time to scope out the terrain of aspiring Marvel artists. . . It's time to see what our talented audience has to offer. . . It's time to see tomorrow's superstars today! In case you haven't guessed, it's time to visit our merry MARVEL AGE New Talent Department! This month we feature New York City's own Ben Jung, our newest inductee to these esteemed pages.

As is customary in these circumstances, we took these sample pages to our resident Art Critic, none other than the infamous Jazzy John Romita, Marvel's Art Director Supreme. We at MARVEL AGE feel that it's our duty to offer honest critiques of the works we publish here, so that young hopefuls like Ben can get that much needed, all important, constructive criticism. Here's what John had to say about Ben's work.





"Ben's pages show a wide range of angles and views with a knack for technique and rendering. He has no trouble with blacks and texture except for some areas which are too heavily rendered. I think he can correct this without too much trouble."

"As for storytelling, I found it a little difficult to follow. I would expect a writer to have some trouble with the panel to panel unfolding of the story."

"Ben has a lot on the ball and will have a solid career ahead of him."

That was easy! We hope that these comments from our art department not only helps Ben, but any other aspiring Marvel artists. We'd like to say thanks to John for sharing his insights with us. . . Thanks, John!

Finally, if you or someone you know are interested in submitting either penciling or inking samples to Marvel,

please don't hesitate to do so! However, we strongly urge you to first send in for your free Mighty Marvel Submissions Guidelines. Send a self addressed stamped envelope to:

SUBMISSIONS EDITOR
Marvel Comics Group
387 Park Ave. So.
New York, NY 10016

▲ TWIN PEAKS ▲

Send your letters to:
MARVEL AGE MAGAZINE,
c/o Marvel Entertainment
Group, Inc., 387 Park Avenue
South, New York, NY 10016

Attention
correspondents:
All letters
to be considered
for publication
must include your name and
address though we will gladly
withhold that info by request!

Diane, this month's cellophane-wrapped letter column title comes to us from Leslie Lee in far-off Singapore. Make a note to thank her, will you?

Oh, and our log says to remind everyone out there that we still need a nifty new name for this column every single month. So tell them to tear a page out of their diaries, write down their ideas, and send 'em on in. If we use their ideas, we'll even thank them right here in this space. And you know, we think that's almost as good as a mighty fine cup of coffee and piece of pie.

Dear Folks,

I've got one of those questions that you think you know the answer to, but then you find out you don't. What is the Marvel Universe? Is it a parallel universe or an alternate future?

Vonrich Vina
77 Naval St.
Malabon M.M.
Philippines, 1404

Actually, Vonrich, the difference between the parallel universes shown in WHAT IF...? from alternate futures (such as the one in the "Days of Future Present" storyline in last year's annuals) is largely a matter of perspective. Alternate universes show what could happen in the future if certain events come to pass. Stories about parallel universes frequently show what would have happened in the present if certain events had happened differently.

The easiest way to understand the whole thing might be to take a tip from Robert Frost and think about a fork in the road where you have to decide which way to go. If you haven't come to the fork yet and you're just thinking about the places where you could end up, that's an alternate future. But if you've already made your choice and you're wondering where you'd be right now if you had chosen the

other road, that's a parallel universe.

But now to answer your question, "What is the Marvel Universe?"

Succinctly put, the Marvel Universe is the collective, conceptual continuity which each of the Marvel titles has tried to adhere to since the 1960's. Obviously, a character who is having an adventure in Detroit can't be having an adventure on the moon at the same time. The institution of the Marvel Universe insures, for the most part, that a reasonable continuity can be maintained throughout our many titles.

Of course, this excludes our licensed characters like... Conan or RoboCop, and the Epic line as well.

Got it? Whew! But if you think that

one was tough, come back next time and we'll try to explain the difference between *Divorce Court*, *The People's Court*, and *The Judge*!

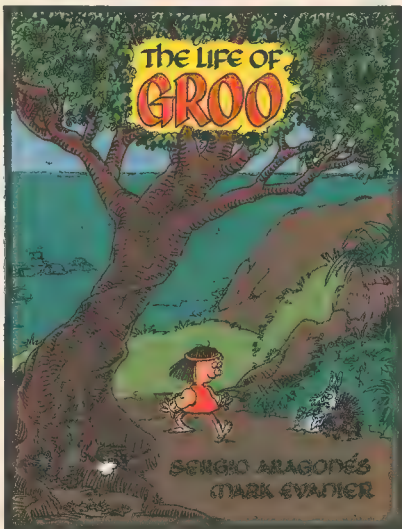
Dear MARVEL AGE MAGAZINE,

There's something missing from this year's annuals. Can you guess what? Well, it's Groo!

How about making a storyline in all of the annuals next year, "Groo Attacks"? If that won't work, then I'll settle for a graphic novel called GROO SLAYS EVERYONE!

Until Groo kills everyone (hint, hint),
Make Mine Marvel!

Robby Malcolm
432 Rainbow Dr.
Madison, AL 35758



Okay, Robby, you've convinced us! But you know, we don't think you've gone quite far enough, so we've decided to create an entire universe populated entirely by Groo, and we're going to call it—The Groo Universe! Hyuk Hyuk.

Seriously, though, we may not have any plans for a **GROO SLAYS EVERYONE** Graphic Novel, but would you settle for one entitled **THE LIFE OF GROO**? And while Sergio Aragonés and Mark Evanier are hard at work on that one, you might want to check your local comics specialty shop to see if they still have a copy of the **DEATH OF GROO** Graphic Novel that came out a while back. If you're real lucky, you might even find a copy that isn't covered with cheese dip stains yet!

We must be getting faint—everything's suddenly gone yellow! Oh. Our mistake. It's just the sunny yellow background that announces our liltin' **LETTER OF THE MONTH**! You already know that every month, we sift through our mountains of mail looking for a letter that we think will be of particular interest to Marveldom at large, right? And you know that we print that particular missive in a place of honor, don't you? Of course you do. That's why we wouldn't waste time reminding you.

And speaking of waste, that's the topic of our latest Letter of the Month...

Dear Marvel Comics,

I am very concerned. It's probably not the same type of concern that you usually see in letters, because I'm not concerned about how your various titles are in terms of art and plot.

I'm concerned about something of much greater importance. Curious to know what it is? Look out your window. Look past all of the tall buildings and long streets. Now what do you see? A place we have called home for millions of years. A place called Earth.

Contrary to popular belief, Earth is not as beautiful a place as it used to be. Man, the world's "smartest creatures," are destroying the place that has given them so much.

In days of such great environmental concern, ordinary people are realizing that they can—and have to—help save the Earth. You can too. "How," you ask? Simple. Use recycled paper.

I can see whoever's reading this right now, saying, "Not another letter from Greenpeace!" Well, this isn't from Greenpeace. This is from a fourteen-year-old kid who has never written a letter to you before. Actually, I have written several letters about the usual stuff, what John Byrne's doing next, etc. The thing is, I never sent a single one of them; they just sat on my desk



for a while and eventually made it to the trash can. But not this one. This is too important.

You may think it's a big deal now to switch to recycled paper, but how big a deal is it going to seem when all the trees and rain forests are gone? Believe me, it can happen. And it will if people don't do something about it.

Still not convinced? Are you forced to look at it in terms of cost and profit? Consider all the press and cheers that you would get by being the first magazine publisher to use recycled paper. Hey, hike up the cost of a comic book if you have to. I'll be willing to shell out that extra money if I know I'm doing my part (and you're doing yours) to save our Earth. I'm sure other people would too.

Well, I've said all I can, and I hope I've shown you something. Please set the standard. Use recycled paper.

Chad Peacock
P.O. Box 206
Rushland, PA 18956

Nicely put, Chad. You've raised an important issue—so important that even though your letter is longer than the ones we usually include in our letter column, we've printed it in its entirety.

We asked Glenn Herdling in our

Manufacturing department about the specifics of using recycled paper, and it turns out that Marvel has investigated this possibility. However, the recycled stock simply costs more to produce because the man hours needed for the recycling process are considerably greater than those needed to make new paper from pulp. Although you may not mind paying extra for this, many readers would. For now at least, it's up to concerned citizens like you to raise the awareness of this issue in your community. Only if the demand for recycled paper increases can the price come down in the foreseeable future.

One way or another, though, we do share your concern about the state of the planet, and it's a situation that we all have to take responsibility for. We'd recommend checking out the book *Simple Ways to Save the Planet* (which you should be able to find at most bookstores). It's filled with tips on things everyone can do (such as using paper cups instead of styrofoam ones) that might not take much effort but can still yield an enormous payoff in the long run. Not a bad investment, eh?

Dear MARVEL AGE MAGAZINE,

One day I walked into a store and purchased a MARVEL AGE mag for the first time. Once I started reading it, I was amazed at how great this magazine was. It was like this comic book is the center of the whole mighty Marvel Universe. Enough with the praise stuff; let's get to business.

Since I'm new to this series, I have a question on the New Talent section. Are the people in this section new professionals or people who think they're above average and have talent? Please explain!

Also, one thing on Wolverine: I recently purchased an old copy of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE, and for Wolverine's real name, it just says "Logan." Is that his only name, or is his first name rubbed off?

So until Nightcrawler or the Beast

get put in the zoo, Make Mine Marvel!

K. Whitford
1519 207 Ave. East
Sumner, WA 98390

Gosh, K., you make us blush. Welcome aboard! Because you said such swell stuff about us, we'll even give you straight answers to your questions . . . but don't let it go to your head.

Our New Talent department features folks who aren't currently working as comics professionals but whose work is so good that we think they're almost ready to give it a shot. The column gives us the chance to provide them with feedback from respected pros while also supplying some tips to anyone else out there who might be aspiring to a career in comics.

As for Wolverine's name, "Logan"

is indeed the only name we know, just like Cher or Madonna. Truth to tell, we don't even know if Logan is his last name or his first! Personally, we wish he'd let us in on the secret, if only to make it easier to forward his mail.

And speaking of mail, before we call it a day, let's take a minute to meet and greet another mixed-up mishmash of our merry mail mavens, the MARVEL CORRESPONDENTS! Yup, it's those guys and gals from here and there who are looking for new friends with whom they can exchange opinions on issues of global importance . . . and maybe the occasional picture postcard. Why not choose one or two and drop 'em a line? You never know—they might even pick it up off the floor and return the favor!

MARVEL® CORRESPONDENTS

Nick Kourzous
131 Robina Avenue
Toronto, Ontario M6C-3Y8
Canada
Age: 20
Favorites: INCREDIBLE HULK, ALF, CONAN THE BARBARIAN

Adam Norman
71 Condada Avenue
Parkholm 5043
A. Australia, Australia
Age: 16
Favorites: AVENGERS, X-MEN, X-FACTOR

Keith Antul
25 Dixfield Road
Worcester, MA 01606
Age: 13
Favorites: ALPHA FLIGHT, X-FACTOR, GROO

Alan Turner
795 Rabbit Trail
Edgefield, SC 29824
Age: 19
Favorites: X-MEN, X-FACTOR, EXCALIBUR

Jason Lee
4028 E. Pike's Peak
Colorado Springs, CO 80909
Age: 15
Favorites: CAPTAIN AMERICA, G.I. JOE, PUNISHER

Darrel Day
Rt. 3, Box 261
Hawthorne, FL 32640
Age: 15
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THE 1991 MARVEL AGE CALENDAR

FEBRUARY

WRITERS: CHRIS ELIOPOULOS
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DAY WEDNESDAY THURSDAY FRIDAY SATURDAY

MANY
THIS

THERE'S NO ROOM
FOR YOU GUYS
TO WRITE ANY
JOKES!



WE
KNOW.

FUNNY HOW
THAT WORKED
OUT, ISN'T IT?



IT'S "X"
ASSISTANT
EDITOR SUZANNE
GAFFNEY'S B-DAY.
BUB.



BY THE
BEARD OF
OPIN-- YESTERDAY
T'WAS RON FRENZ'S
BIRTH DATE. VERILY.



LET'S ALL
WISH RICH
BUCKLER A CAPPY
B-DAY!



HAPPY B-DAY
TO MARVEL'S
NEW PRESIDENT,
TERRY STEWART!



HAPPY B-DAY,
AKIRA-WRITER
JO DUFFY!



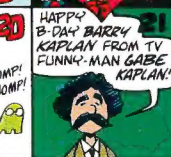
TOMORROW IS
VICE-PRESIDENT
DIRECT SALES
CAROL KALISH'S
B-DAY!



IT'S RON
WILSON'S B-DAY!
HERE, I BAKED
YA A ROCK-CAKE!



A: POWER
PACK
MAN!



IT'S DOUG
MOENCH'S
BIRTHDAY!



IT'S ANDY
KUBERT'S
BIRTHDAY!



FEBRUARY 29th
IS NEL YOMTOV'S
BIRTHDAY!



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